

GAME PROPOSAL PITCH

PROJECT BIRD

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PROJECT BIRD

PREVIOUS GAMES / WORKS

2019 — 2020 — 2021





HEY SAILOR! (CPC 464 GAME)



RUNNINJA (CPC 464 GAME)

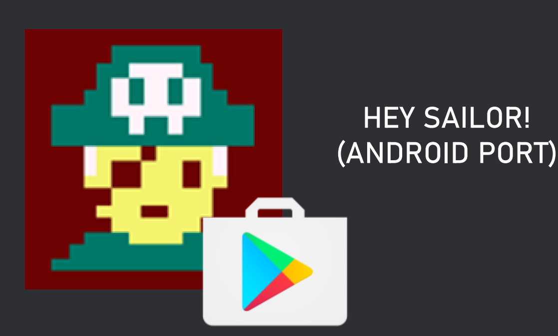


MOONLIGHT ENGINE
(OWN GAME ENGINE)


CYBORGEDDON (PC GAME)



KALINKA (PC GAME)


HEY SAILOR!
(ANDROID PORT)



PROJECT BIRD (?)

AWARDS



BEST ACTION GAME
(AMSTRAD ETERNO)



5TH BEST GAME
(CPC RETRO DEV)


ARCADE VINTAGE TALKS

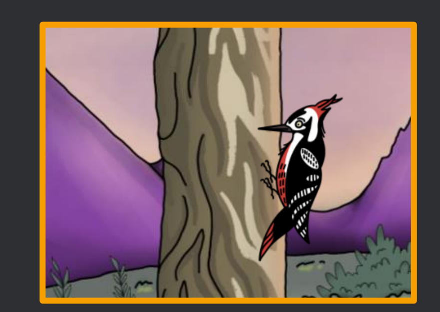
GAME PROPOSAL

1. VIDEOGAME TYPE

- RHYTHM GAME.
- THEMED MICRO-STORIES.
- DIFFERENT LEVELS (MICRO-STORIES).
- FOR ALL AUDIENCES.

2. ESTHETICS

- CARTOON STYLE.
- FRIENDLY APPEARANCE.



3. OBJECTIVE

- CREATE A SIMPLE GAME.
- PROFESSIONAL AAA FINISH.
- MUSIC AND ARTWORK SPECIFICALLY DESIGNED FOR EACH MINIGAME.

4. REFERENCES (GAMES, VISUALS & MUSIC).



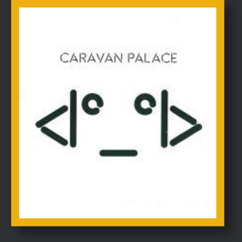




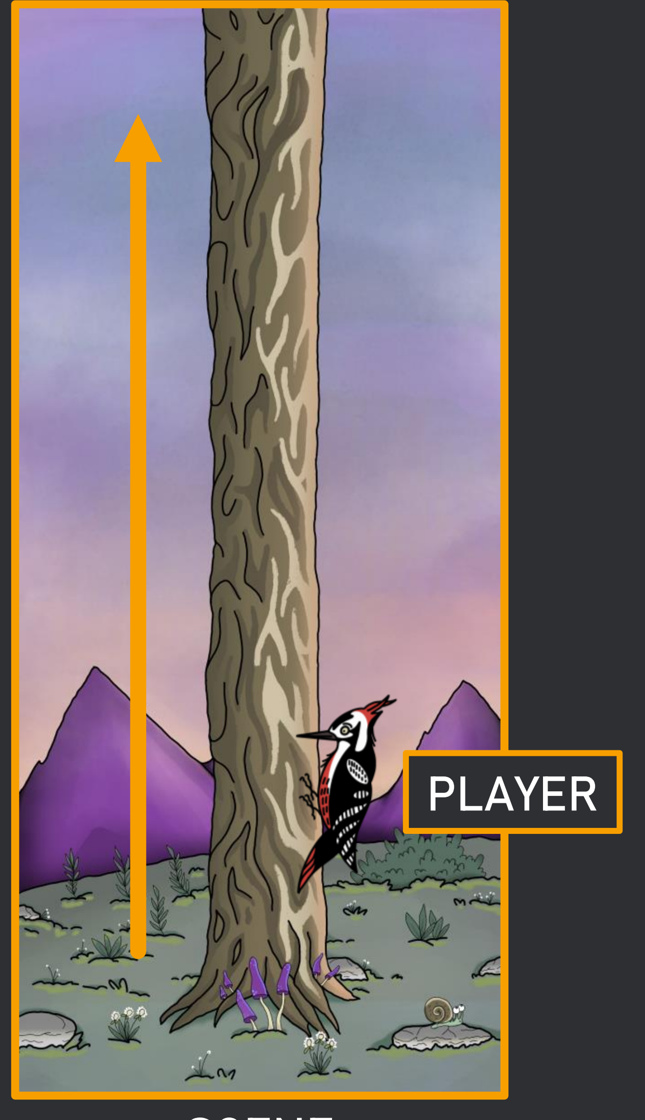








LEVEL EXAMPLE



SCENE



CHARACTER

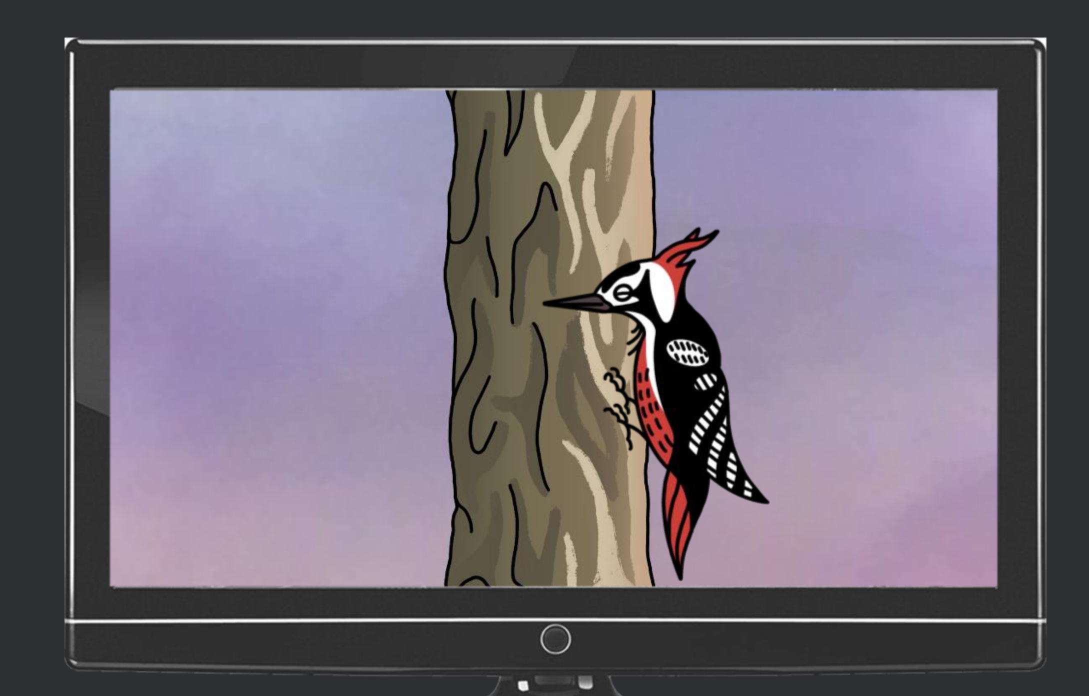


GAMEPLAY EXAMPLE

BONUS INFO

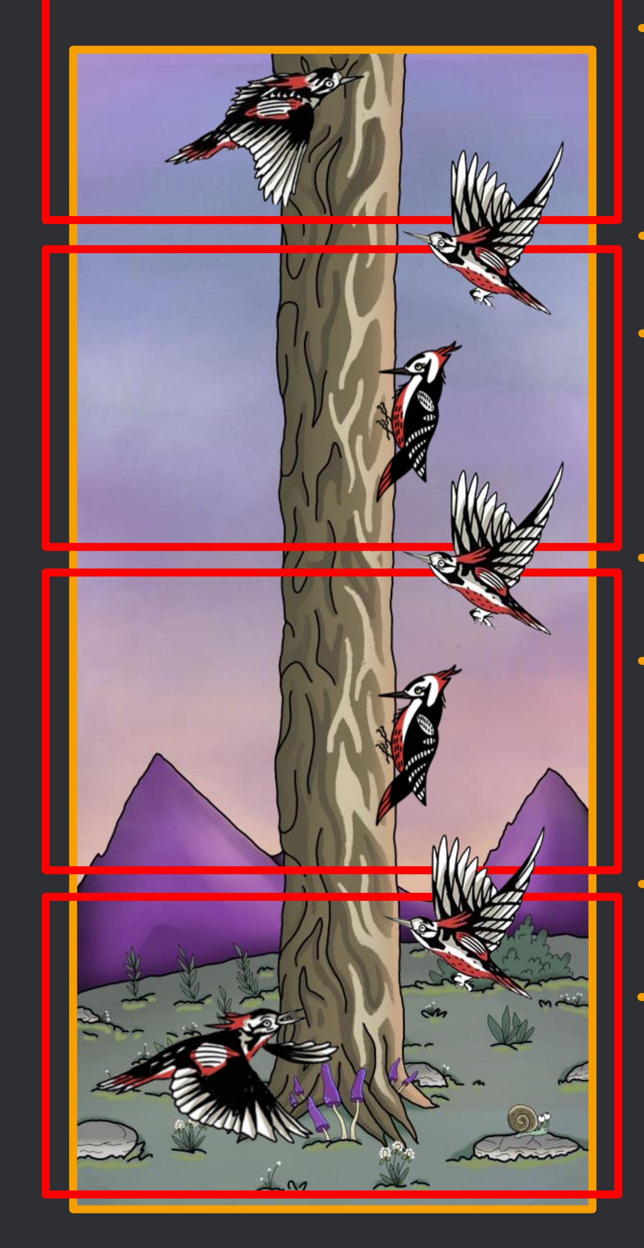
- SINGLE-BUTTON CONTROL.
- PLAYER MARKS BIRD'S PECKING RHYTHM.
- DURATION: 1,5 ~ 2 MINUTES.
- "FUNKY" MUSIC GENRE.
- RECYCLABLE ASSETS
- EXTREME RE-PLAYABILITY.
  (SCORES & LEADERBOARDS).

LEVEL EXAMPLE



STATIC CAMERA,
NOT CONTROLLABLE

- VISUAL EFFECTS LIKE PARTICLES, PARALLAX, ETC.



FINAL SCENE
- ENDING ANIMATION.
- NON-PLAYABLE SCENE

TRANSITION (NON-PLAYABLE)

SCENE 3
- GAMEPLAY.
- BIRD'S PECKING.

TRANSITION (NON-PLAYABLE)

SCENE 2
- GAMEPLAY.
- BIRD'S PECKING.

TRANSITION (NON-PLAYABLE)

SCENE 1
- OPENING ANIMATION.
- NON-PLAYABLE SCENE.
- MUSIC STARTS.

THE CAMERA FOLLOWS CHARACTER'S MOVEMENT AUTOMATICALLY (SCROLL)

GAME'S VALUE AS A PRODUCT

1. KEY POINTS

- ALL AUDIENCES. (PEGI 3).



- EASY TO PLAY.



- EXTREME RE-PLAYABILITY.
  (SCORES & LEADERBOARDS).

- COMPATIBLE WITH ALL PLATFORMS.



- FAST DEVELOPMENT. (< 1 YEAR)
  LITE VERSION LAUNCH.

2. BUSINESS MODEL

- MOBILE PREMIERE LAUNCH.





- PERIODICAL UPDATES WITH NEW CONTENT. (MORE LEVELS).



- DEFINITIVE EDITION FOR CONSOLES AND PC. (INCLUDING ALL CONTENT).









3. ADAPTATIVE STRATEGY

- OPEN TO RE-ADJUST SOME BUSINESS STRATEGIES.









THANKS!

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